IN THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method for executing a requested component of a script, comprising:

transmitting parameter information about a requested component from a server to a client, wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information;

linking the transmitted component parameter information to a predefined structure at the client to provide a script specific predefined structure, the predefined structure having an intended functionality corresponding to the intended functionality of the requested component; and,

executing the script specific predefined structure to execute the component.

2. (Original) The executing method of claim 1, further comprising sending a request for the component from the client to the server.

3. (Original) The executing method of claim 2, further comprising searching for the requested component in the script at the server.

4. (Original) The executing method of claim 1, wherein the linking step further comprises locating identifiers within the parameter information and inserting script data associated with the identifiers into the predefined structure based on corresponding identifiers in the predefined structure.

5. (Original) The executing method of claim 1, further comprising determining the access level of the user, wherein the transmitting step further comprises transmitting the parameter information based on the user access level.

6. (Original) The executing method of claim 1, further comprising storing the predefined structure at the client and storing a copy of the predefined structure at the server so that there is a client predefined structure and a server predefined structure.

7. (Original) The executing method of claim 1, further comprising automatically deleting the script specific predefined structure after a user has exited the component.

8. (Original) The executing method of claim 1, further comprising the client sending a request for the component to the server to establish a connection, and the server creating a session identification number for the connection so that the client and the server can follow a connectionless protocol.

9. (Currently Amended) A system for executing a component of a script, comprising:

a client including a client memory, a client processor, and a client transceiver in communication with one another, the client memory including component script transmitted by a server, the transmitted component script including parameter information about the component, wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information and the client memory further including a client predefined structure having an intended functionality corresponding to an intended functionality of the component, wherein the processor is configured to link the parameter information of the transmitted component script to the client predefined structure to provide a script specific predefined structure and to execute the component by executing the script specific predefined structure.

10. (Original) The system of claim 9, further comprising a server in communication with the client, the server including a server memory, a server processor, and a server transceiver in communication with one another, the server memory including the script, the server transceiver being configured to transmit the component script, wherein the component script includes the parameter information about the component.

11. (Original) The system of claim 9, wherein the server memory further comprises a server predefined structure having an intended functionality corresponding to an intended functionality of one of a plurality of component types, wherein the component has the intended functionality of one of the plurality of component types.

12. (Original) The system of claim 9, wherein the client further comprises a client run time engine stored in the client memory, the client run time engine including a client parser and a client execution engine, the client execution engine including a client linker and the client predefined structure, the client parser configured to instruct the processor to search for identifiers in the transmitted component script, the client linker configured to instruct the client processor to link the parameter information to the client predefined structure to provide the script specific predefined structure.

13. (Original) The system of claim 12, further comprising a server in communication with the client, the server including a server memory, a server processor, and a server transceiver in communication with one another, the server memory including the script and a server run time engine, the server run time engine including a server parser and a server execution engine, the server execution engine including a server linker and a server predefined structure having an intended functionality corresponding to an intended functionality of one of a plurality of component types, wherein the component has the intended functionality of one of the plurality of component types, the server parser configured to instruct the server processor to search for the component in the script, the component being requested by the client and comprising the component script including the parameter information about the component, the server linker configured to instruct the server processor to link the parameter information to the server predefined structure to provide a server script specific predefined structure; and,

the server transceiver being configured to transmit the component script, wherein the server and the client have the same intelligence with respect to the client and server run time engines.

14. (Original) The system of claim 9, wherein the component script is transmitted from the

server to the client when the client requests the component script and wherein the client memory further comprises a client long term memory and a client short term memory, the run time engine being stored in the client long term memory before the client requests the component script, wherein the client processor is configured to transfer the run time engine to the client short term memory when the client requests the component script, to temporarily store the script specific predefined structure in the client short term memory, and to automatically delete the script specific predefined structure from the client short term memory when the client exits the component.

15. (Original) The system of claim 9, wherein the transmitted parameter information includes identifiers associated with component information and the predefined structure includes corresponding identifiers.

16. (Original) The system of claim 9, wherein the server creates a unique session identification number for every connection established to uniquely identify each connection and recreate the session previously established thereby facilitating a connectionless protocol.

17. (Currently Amended) An application for executing a component of a script when a user runs the component on a system, the application comprising:

a first run time engine comprising an execution engine comprising a predefined structure and a linker, the predefined structure having an intended functionality of one of a plurality of component types, wherein the component has the intended functionality of one of the plurality of component types, and wherein, when the user runs the component:

(a) the linker instructs a client processor to link parameter information about the component to the predefined structure to provide a script specific predefined structure, the parameter information being transmitted from a server to a client and stored in a client processor readable memory, wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information, and (b) the execution engine instructs the client processor to execute the script specific predefined structure to execute the component;

wherein the first run time engine is stored in a media and the first run time engine is transferred to a client processor readable memory of a system including the client processor readable memory and the client processor when the media is used with the system.

18. (Original) The application of claim 17, wherein a server run time engine is transferred to a server processor readable memory of the system and the server run time engine comprises a copy of the first run time engine, wherein the system includes a server comprising a server processor readable memory, a server transceiver, and a server processor, wherein the server is in communication with a client, the client comprising the client processor and the client processor readable memory;

the server run time engine comprising a server parser and a server execution engine, wherein a user at the client requests a component from the server prior to running the component and, when the user requests the component:

(a) the server parser instructs the server processor to search the script for the requested component, the script being stored in the server processor readable memory, and (b) the execution engine instructs the server processor to transmit component script including the parameter information about the component to the client via the server transceiver.

19. (Original) The application of claim 18, wherein the server execution engine further comprises a server predefined structure, the server predefined structure having the intended functionality of one of the plurality of component types, wherein the requested component has the intended functionality of the one of the plurality of component types.

20. (Original) The application of claim 19, wherein, when the client requests the component, the server execution engine instructs the server processor to create a session number and to transmit the session number to the client.

21. (Original) The application of claim 17, wherein the execution engine instructs the client processor to store the script specific predefined structure in the client processor readable memory and instructs the processor to automatically delete the script specific predefined structure from

the memory after the user exits the component.

22. (Currently Amended) A system for executing a component of a script, comprising:

a memory including component script, the component script including parameter information about the component, wherein the parameter information comprises at least one of specific information about user interfaces, set of field names and types, and linking and interrelationship information, and the memory further including a predefined structure having an intended functionality corresponding to an intended functionality of the component; and,

a processor in communication with the memory, wherein the processor is configured to link the parameter information of the component script to the predefined structure to provide a script specific predefined structure, to temporarily store the script specific predefined structure in the memory, to execute the component by executing the script specific predefined structure, and to automatically delete the script specific predefined structure when the user exits the component.

23. (Original) The system of claim 22, wherein the script further comprises script transmitted from a server.

24. (Original) The system of claim 23, further comprising a server in communication with the client, the server including a server memory, a server processor, and a server transceiver in communication with one another, the server memory including the script, and the server transceiver being configured to transmit the component script.

25. (Original) The system of claim 24, wherein the server memory further comprises a server predefined structure having an intended functionality corresponding to an intended functionality of one of a plurality of component types, wherein the component has the intended functionality of one of the plurality of component types.

26. (Original) A method for executing a component of a script of a program, the method

comprising:

transferring a predefined structure to a memory, the predefined structure having an intended functionality corresponding to an intended functionality of one of a plurality of component types, linking component script to the predefined structure to provide a script specific predefined structure, wherein the component has the intended functionality of one of the plurality of component types, temporarily storing the script specific predefined structure in the memory;

executing the component by executing the script specific predefined structure; and,

automatically deleting the script specific predefined structure from the memory after the program has been exited.

27. (Original) The method of claim 26, further comprising storing the predefined structure in a long term memory, wherein the transferring step further comprises transferring the predefined structure to a short term memory when a user requests a component, the storing step further comprises storing the script specific predefined structure in the short term memory, and the automatically deleting step further comprises automatically deleting the script specific predefined structure from the short term memory.

28. (Original) The method of claim 26, further comprising transmitting component script to a client from a server, wherein the transferring step further comprises transferring the predefined structure to a client memory, the storing step further comprises storing the script specific predefined structure in the client memory, and the automatically deleting step further comprises automatically deleting the script specific predefined structure from the client memory

29. (Original) An application for executing a component of a script when a user runs the component on a system, the application comprising:

a first run time engine comprising an execution engine comprising a predefined structure and a linker, the predefined structure having an intended functionality of one of a plurality of component types, wherein the component has the intended functionality of one of the plurality of component types, and wherein, when the user runs the component:

(a) the linker instructs a processor to link parameter information about the component to the predefined structure to provide a script specific predefined structure, (b) the execution engine instructs the processor to temporarily store the script specific predefined structure in a processor readable memory, and (c) the execution engine instructs the processor to execute the script specific predefined structure to execute the component, and, when the user exits the application, the execution engine instructs the processor to automatically delete the script specific predefined structure from the processor readable memory;

wherein the first run time engine is stored in a media and the first run time engine is transferred to a processor readable memory of a system including the processor readable memory and the processor when the media is used with the system.

30. (Original) The application of claim 29, wherein a server run time engine is transferred to a server processor readable memory of the system and the server run time engine comprises a copy of the first run time engine, wherein the system includes a server comprising a server processor readable memory, a server transceiver, and a server processor, wherein the server is in communication with a client, the client comprising the processor and the processor readable memory;

the server run time engine comprising a server parser and a server execution engine, wherein a user requests a component prior to running the component and when the user requests the component:

(a) the server parser instructs the server processor to search the script for the requested component, the script being stored in the server processor readable memory, and (b) the execution engine instructs the server processor to transmit parameter information of the component to the client via the server transceiver.